APPROVED | O.G. FIG.
BY | CLASS | SUBCLASS
DRAFTSMAN

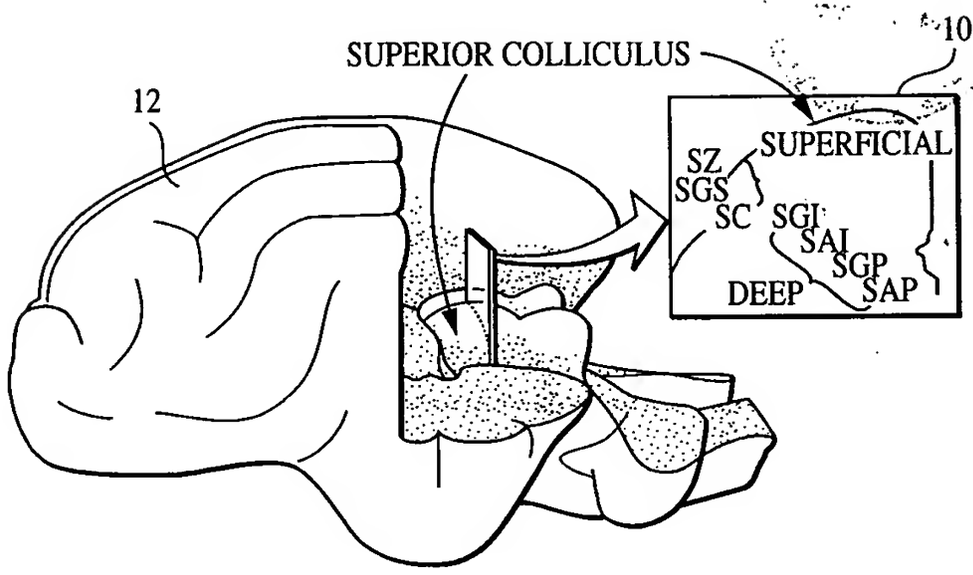

FIG. 1
PRIOR ART

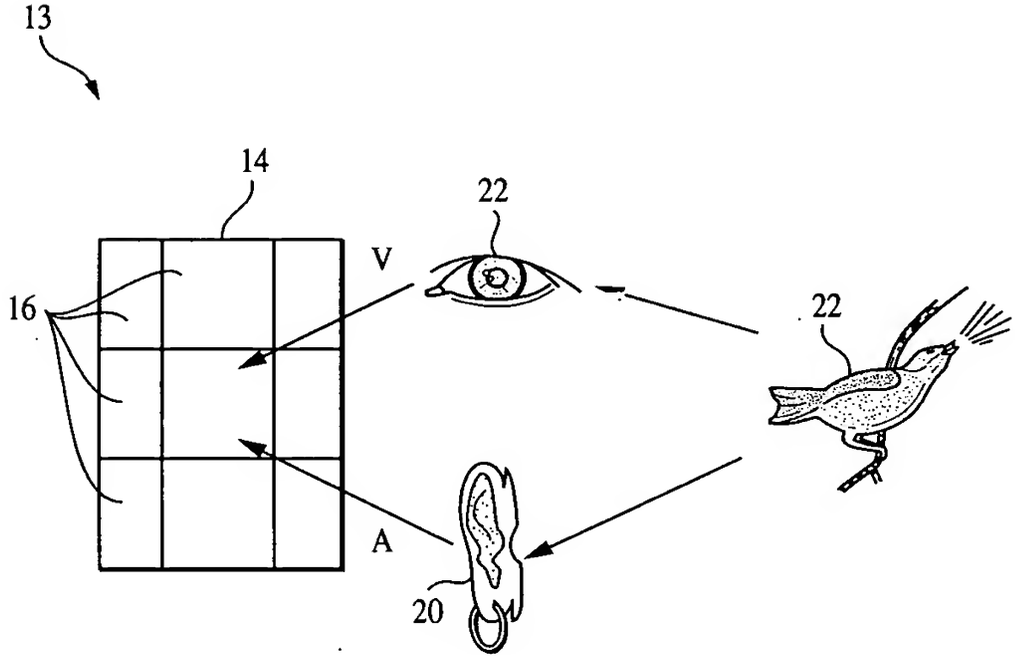

FIG. 2

APPROVED
BY
CLASS SUBCL

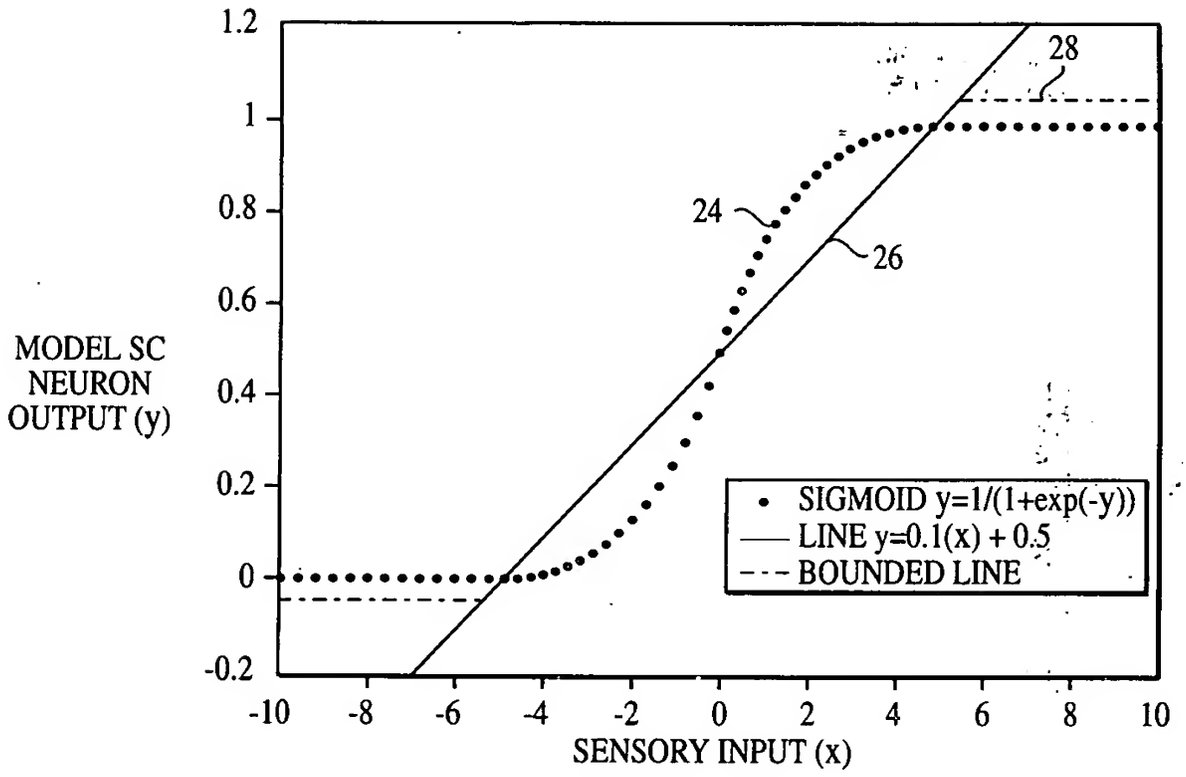

FIG. 3

APPROVED
BY
DRAFTSMAN

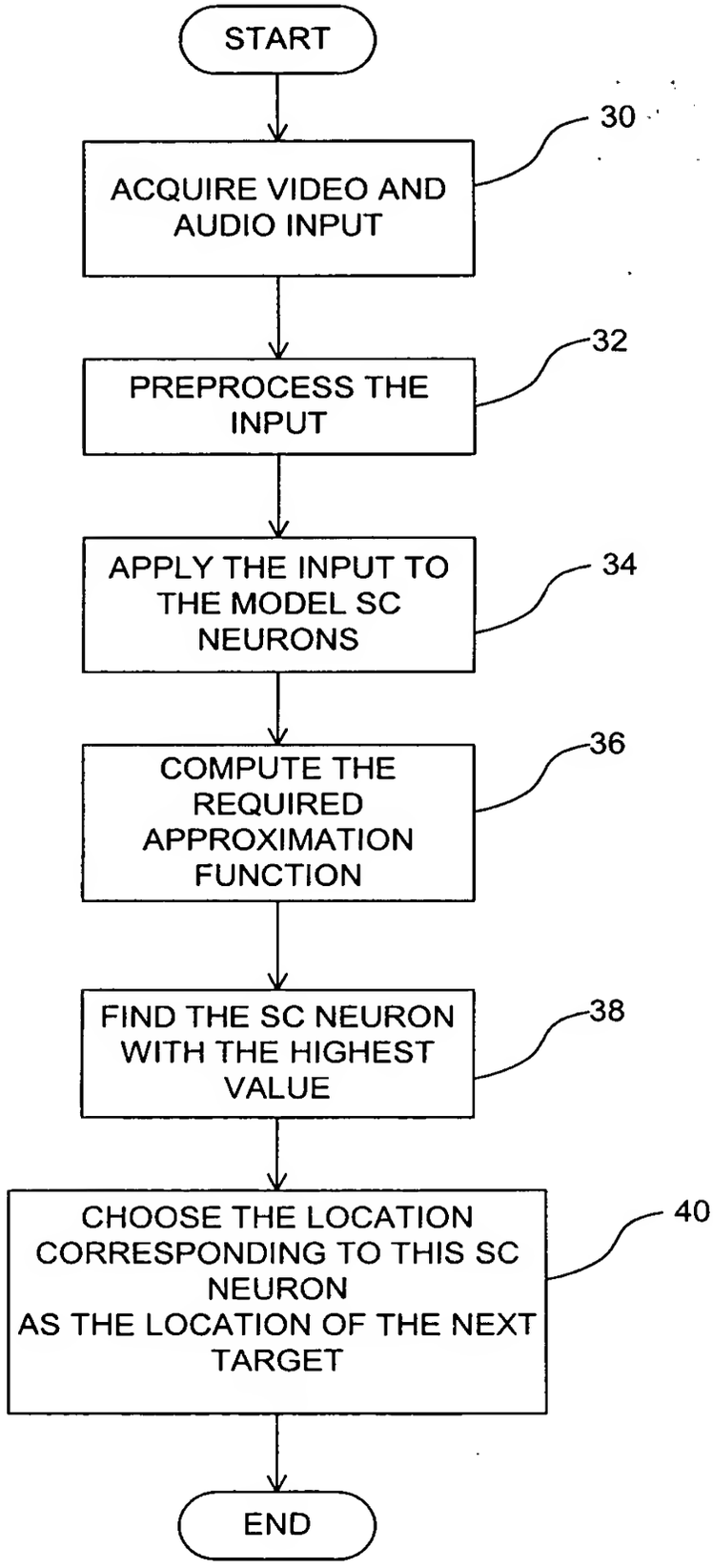

FIG. 4

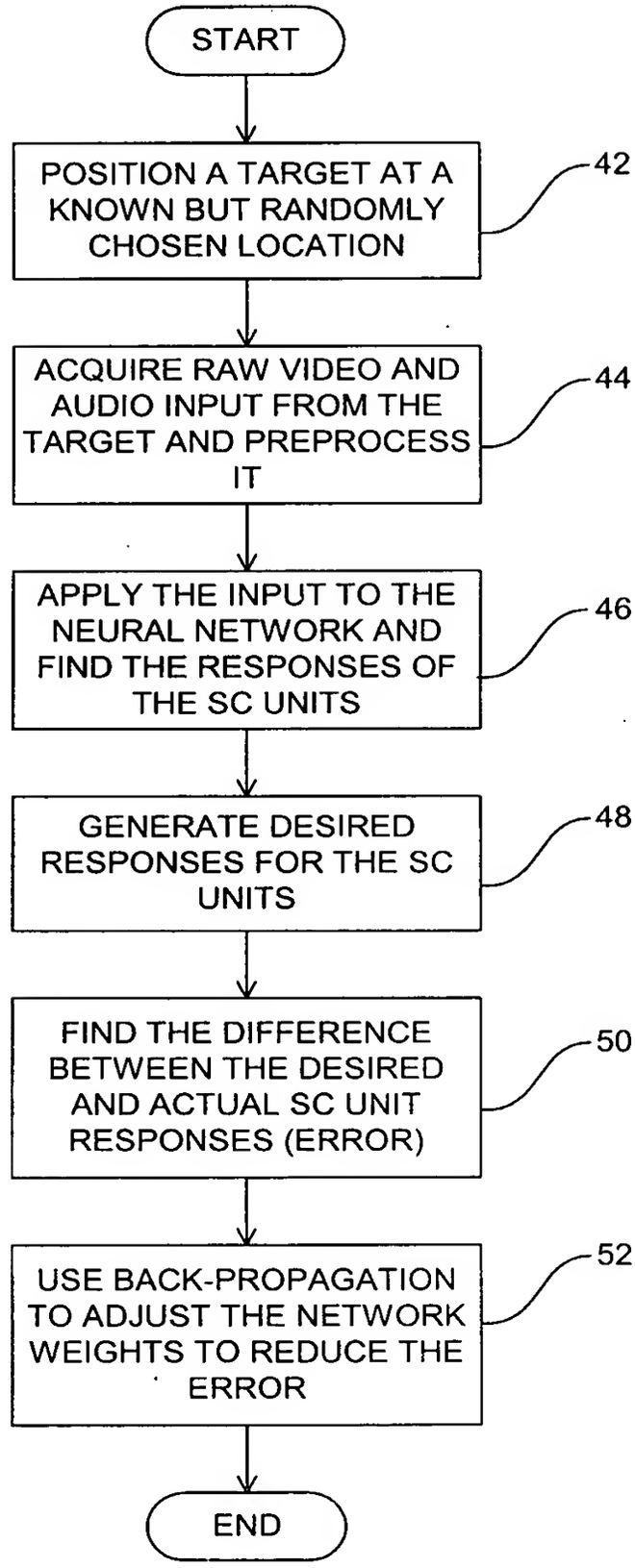
START
POSITION A TARGET AT A KNOWN BUT RANDOMLY CHOSEN LOCATION
42
ACQUIRE RAW VIDEO AND AUDIO INPUT FROM THE TARGET AND PREPROCESS IT
44
APPLY THE INPUT TO THE NEURAL NETWORK AND FIND THE RESPONSES OF THE SC UNITS
46
GENERATE DESIRED RESPONSES FOR THE SC UNITS
48
FIND THE DIFFERENCE BETWEEN THE DESIRED AND ACTUAL SC UNIT RESPONSES (ERROR)
50
USE BACK-PROPAGATION TO ADJUST THE NETWORK WEIGHTS TO REDUCE THE ERROR
52
END

FIG. 5

APPROVED
DRAFTS

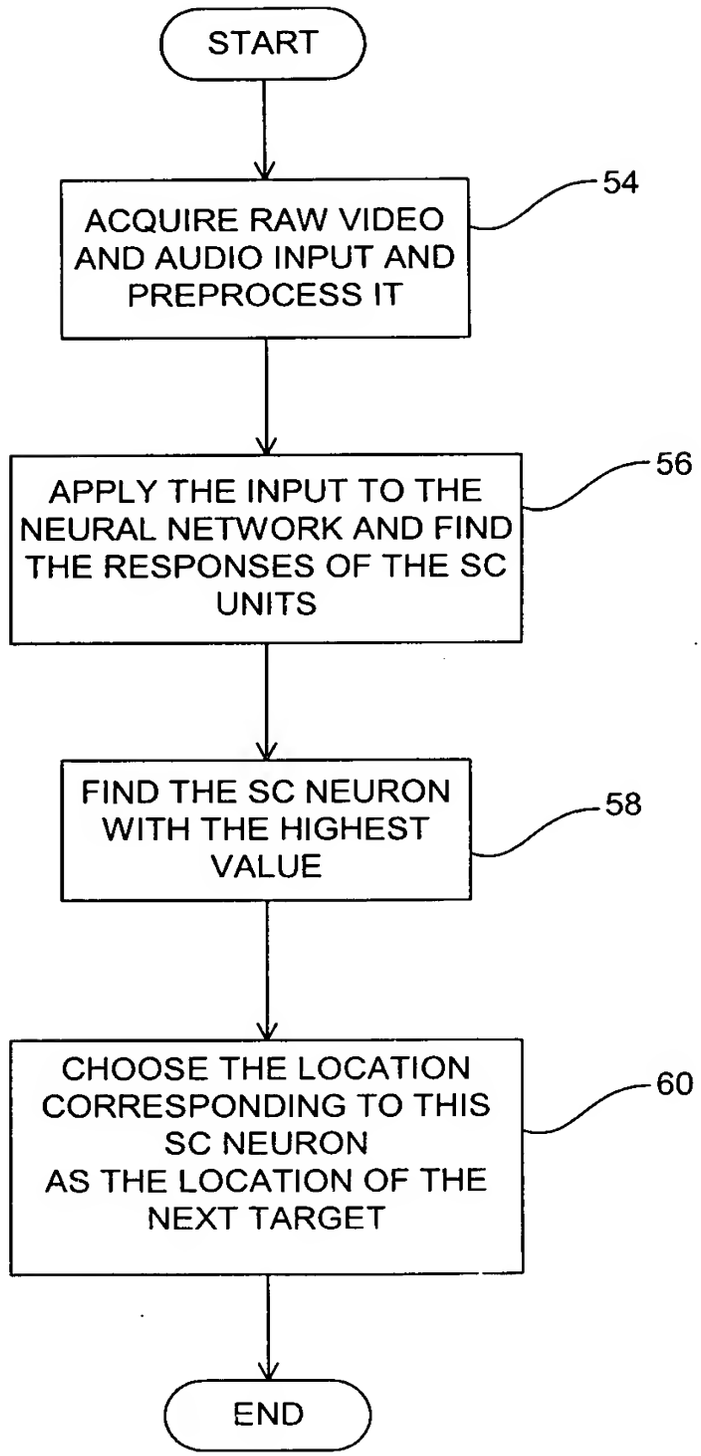

FIG. 6

APPROVED
DRAFTS

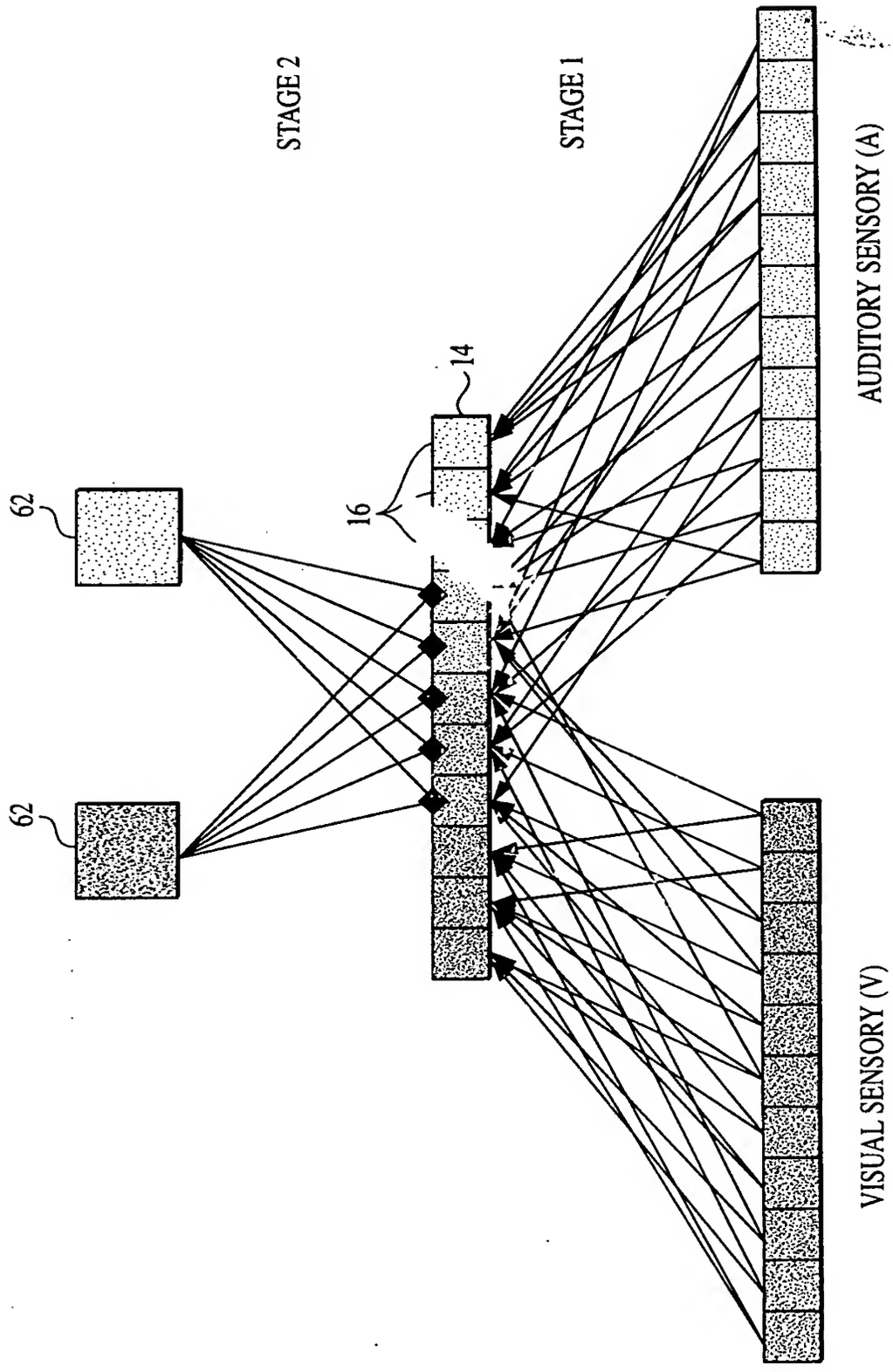

FIG. 7

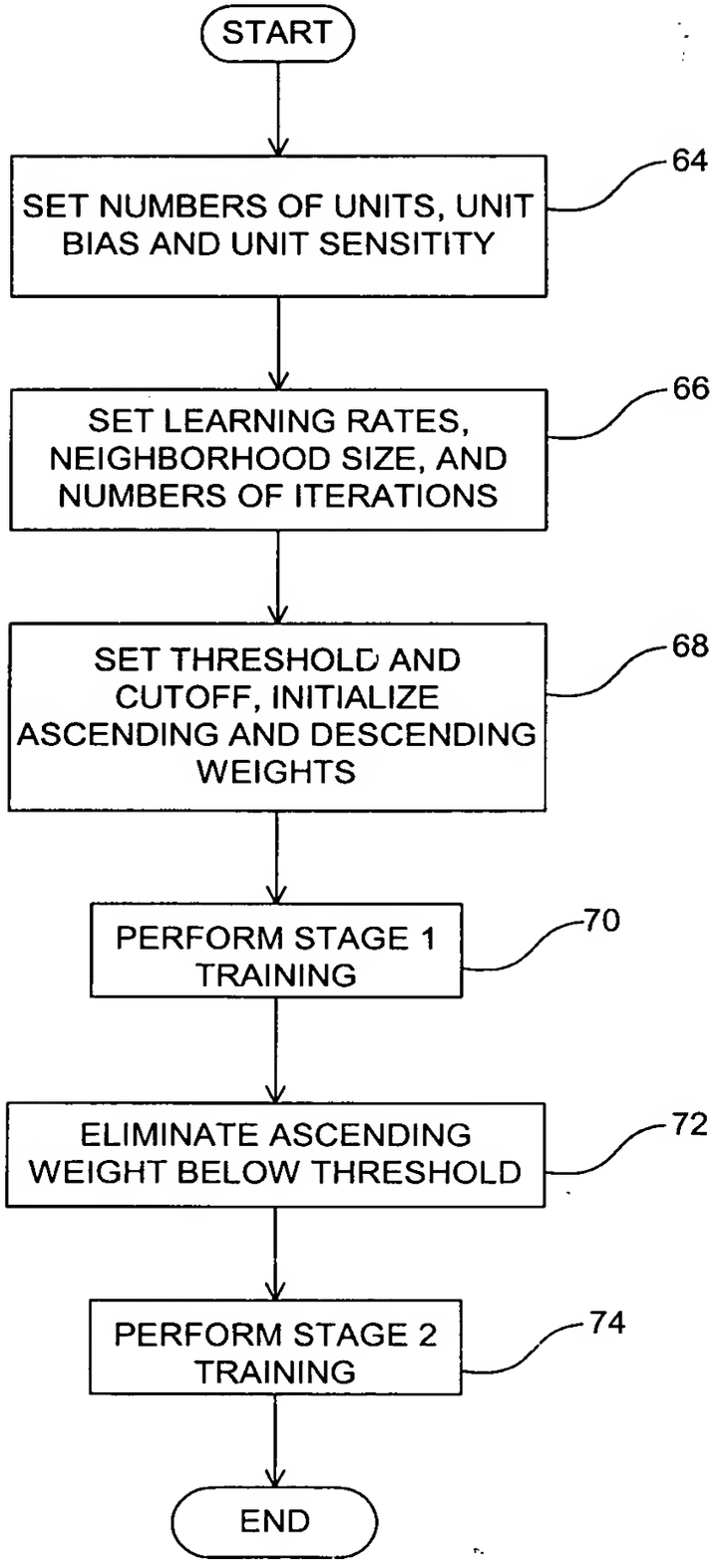
START
SET NUMBERS OF UNITS, UNIT BIAS AND UNIT SENSITITY
64
SET LEARNING RATES, NEIGHBORHOOD SIZE, AND NUMBERS OF ITERATIONS
66
SET THRESHOLD AND CUTOFF, INITIALIZE ASCENDING AND DESCENDING WEIGHTS
68
PERFORM STAGE 1 TRAINING
70
ELIMINATE ASCENDING WEIGHT BELOW THRESHOLD
72
PERFORM STAGE 2 TRAINING
74
END

FIG. 8

APPROVED
DRAFTSMAN

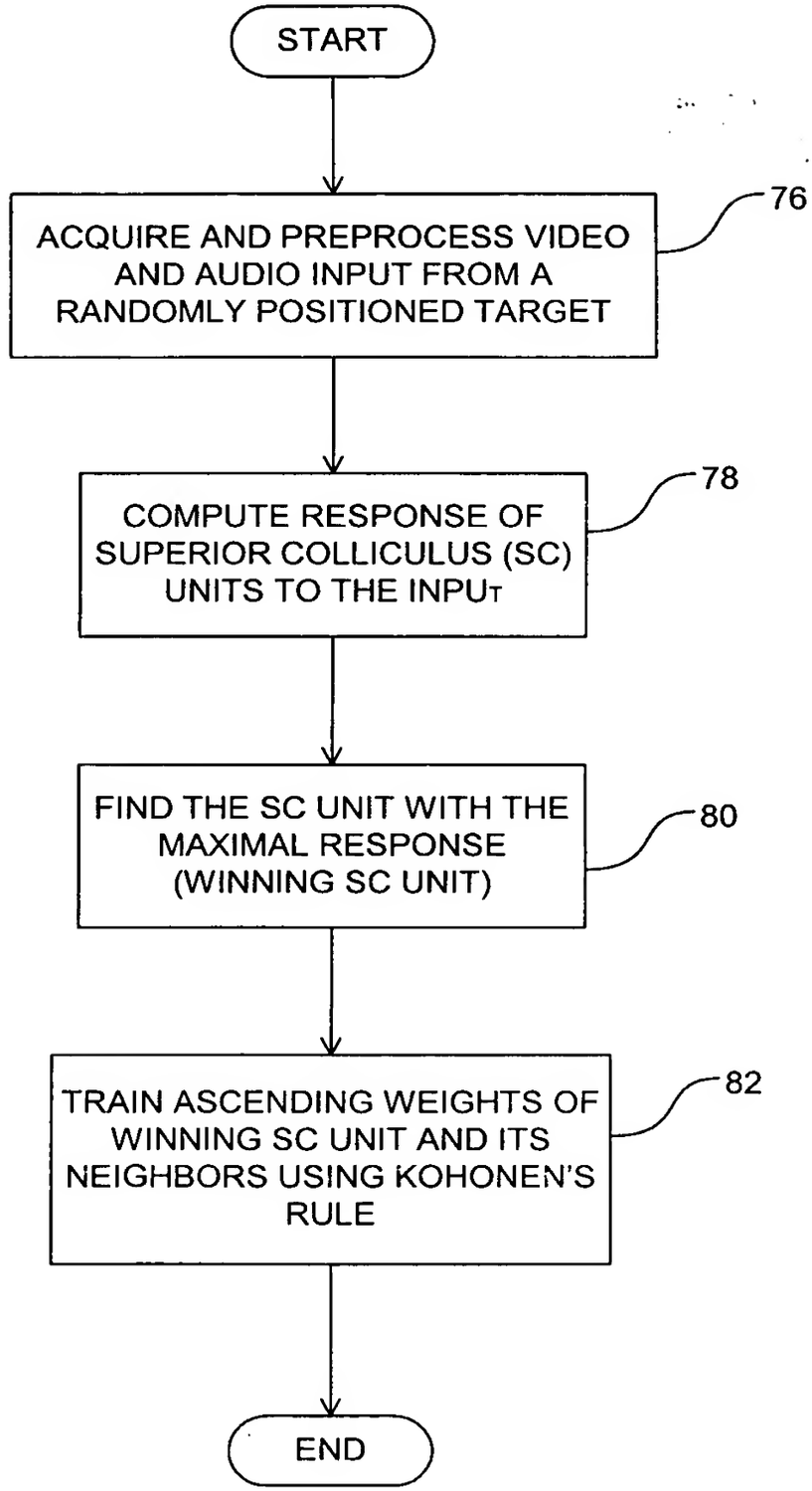

FIG. 9

APPROVED
DRAFTSMAN

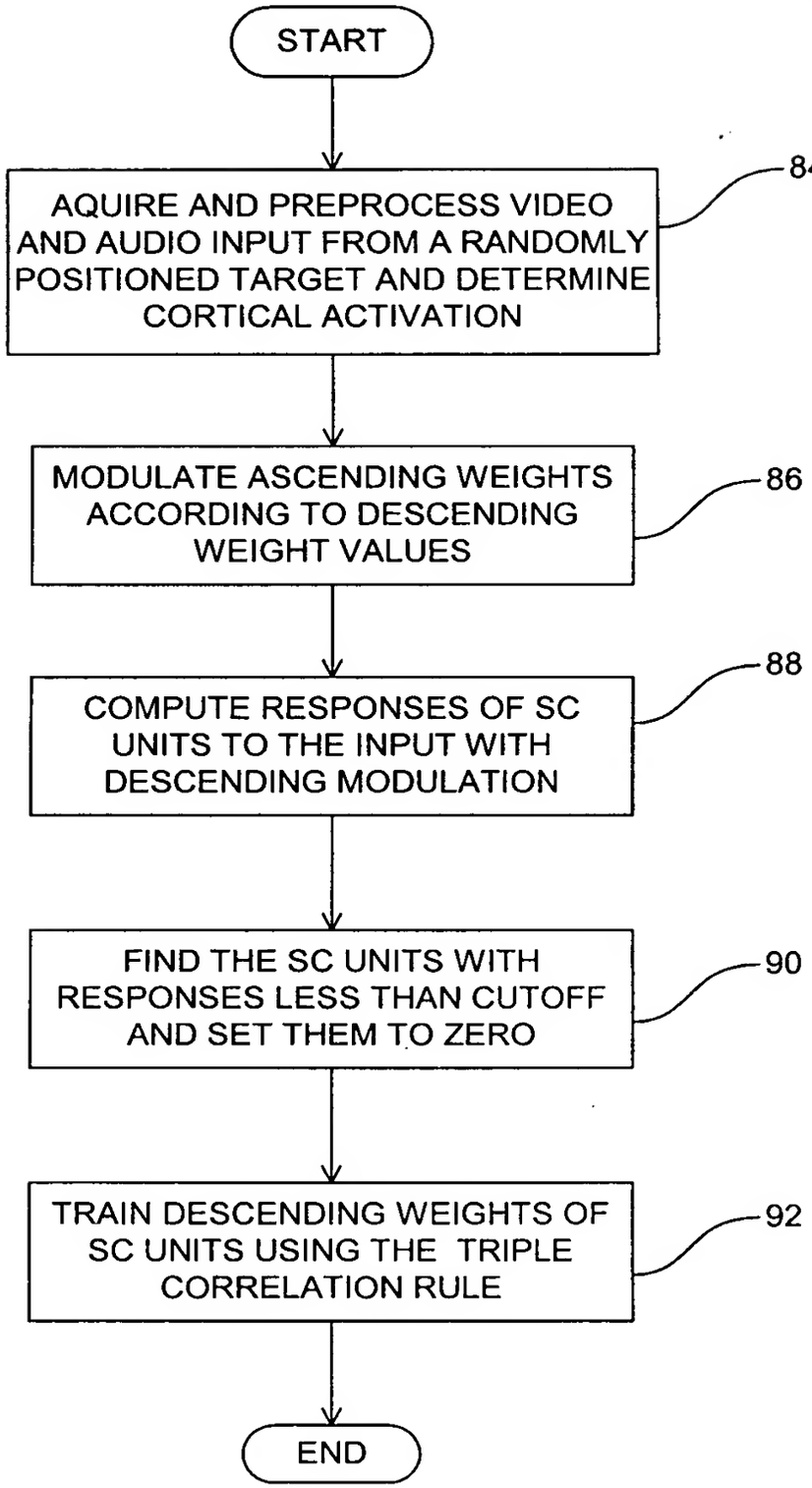

FIG. 10

APPROVED
DRAFTSMAN

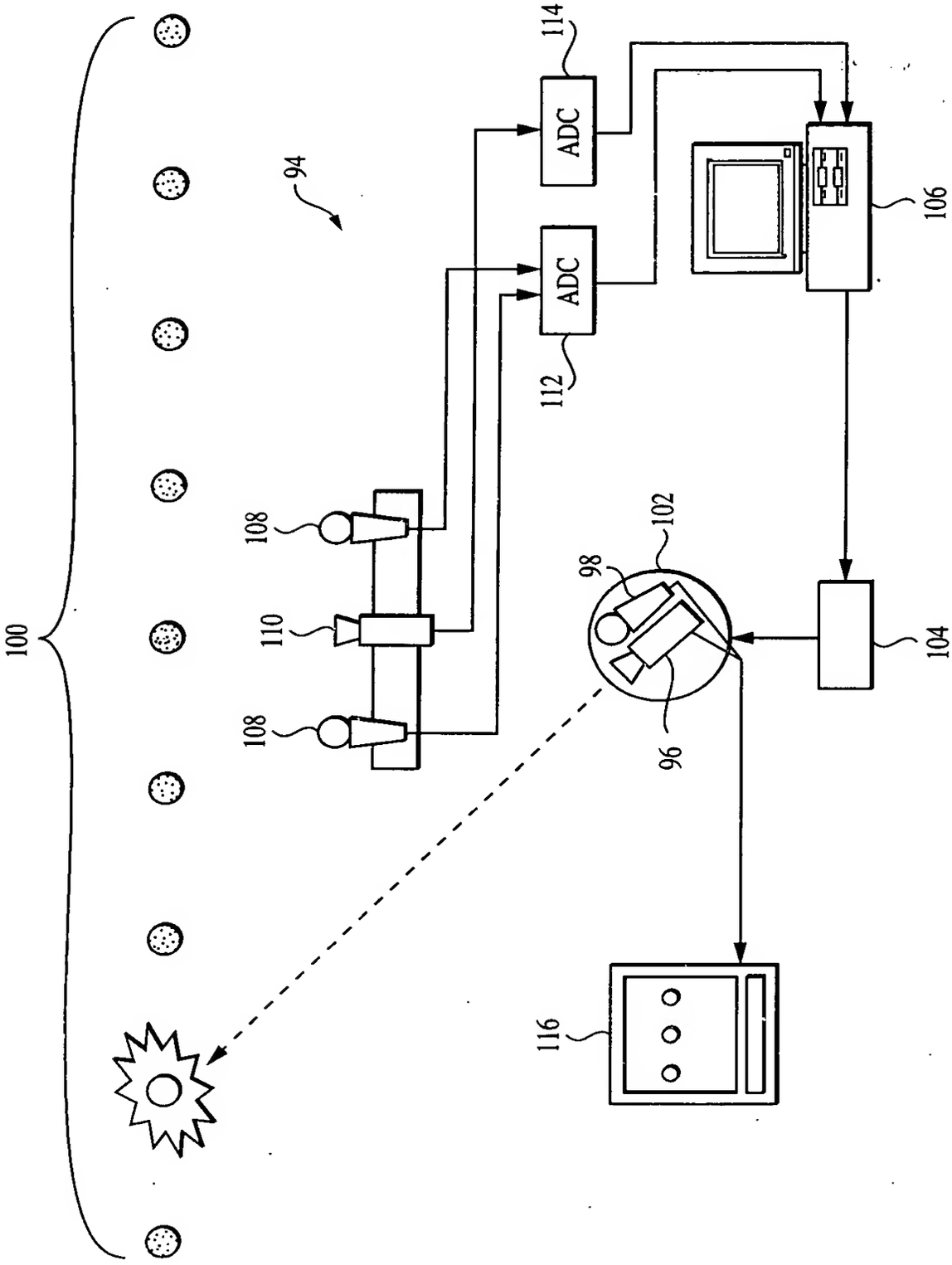

FIG. 11